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## SYSTEM AND METHOD FOR PLAYING A MULTIPLIER GAME

## TECHNICAL FIELD

In general, this invention relates to a game, and more particularly, to a method and system for playing a game based upon a plurality of events having a multiplier effect.

## BACKGROUND OF THE INVENTION

In general, many conventional lottery-type games allow a player to select one or more groups of numbers to match with a group of numbers generated by the gaming establishment. For example, gaming establishments offer "Pick-3" lottery-type games in which a player selects three numbers to match identically with a set of three numbers generated by the gaming establishment.

Often, gaming establishments require the player not only to match the numbers, but also to match the order in which the numbers are generated. With reference to the previous example, if a player were to select the number group "123" and the numbers generated by the gaming establishment were "213", the play would not be considered a winning play even though the player had correctly matched the three numbers because the order of the numbers was not matched.

Generally, a gaming establishment must balance the size of the payout for a winning play with the quantity of numbers the player must match to produce a winning play. For example, if the gaming establishment offers a high payout, it generally requires the player to match 6 or 7 numbers. However, this type of lottery game typically produces very few winners and often causes players to lose interest in the game.

In another example, if the gaming establishment wishes to produce winners more frequently, it may reduce the quantity of numbers a player must match in order to enjoy a winning play. For instance, a match of 3 or 4 numbers could result in a win. However, gaming establishments often reduce the amount of the payout for a winning play in a game of this nature. Accordingly, this type of lottery game also quickly can cause players to lose interest in the game.

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Thus, there is a need for a game that increases user interest by requiring fewer numbers to be matched and by providing the player an opportunity to win larger payouts for winning plays.

#### SUMMARY OF THE INVENTION

5 Described generally, a method of playing a multiplier game is provided. The method includes obtaining a subset of at least one player indicia from a set of indicia, obtaining a first game indicia from the same set of indicia, and determining whether at least one of the player indicia match the first game indicia. In accordance with the method, if at least one of the player indicia matches the first game indicia, a second game  
10 indicia is obtained. It is then determined whether at least one of the player indicia match the second game indicia.

In another aspect of the invention, a method of playing a multiplier game having player indicia and game indicia is provided. Both the player indicia and the game indicia are subsets of the same number matrix. The method includes receiving a user  
15 indication of a total number of player indicia to play and obtaining the player indicia accordingly. A first game indicia is generated and it is determined whether there is a winning play corresponding to the first game indicia. If there is a winning play corresponding to the first game indicia, a second game indicia is generated. It is then determined whether there is a winning play corresponding to the second game indicia.

20 In a further aspect of the invention, a system for facilitating a multiplier game is provided. The system includes means for sequentially generating game indicia and means for obtaining at least one player indicia. A processing means is also provided for determining whether at least one of the player indicia match the sequential game indicia. An unmatched game indicia results in a non-winning play.

25 A method and system for playing a multiplier game are provided. The multiplier game includes one or more columns of numbers or spots. A player establishes at least one player indicia by selecting a subset of less than all of the spots from each column. A first game indicia is generated by selecting one of the numbers from each column. If the game indicia matches at least one of the player indicia, the result is a  
30 winning play and a payout is awarded. However, the winning player has the option to forfeit the payout and instead play another round for a chance at an increased payout. If

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at least one of the player indicia matches a second game indicia, the player again has the option to collect the now increased payout or continue playing. This increased payout concept results from the fact that the combined odds of winning both the first and second rounds are multiplicative and payout amounts increase. Play may continue with a single  
5 game play slip until the number of game indicia generated is equal to a predetermined maximum number of eligible plays or rounds. Accordingly, a player may win subsequently larger payouts for matching a sequential number of game indicia.

### BRIEF DESCRIPTION OF THE DRAWING

The present invention is described in detail below with reference to the  
10 attached figures, wherein:

FIG. 1A is a flow diagram of an embodiment of a multiplier game in accordance with the present invention;

FIG. 1B is a flow diagram of an embodiment of a multiplier game in accordance with the present invention;

15 FIG. 2 is a flow diagram of an embodiment establishing a multiplier game in accordance with the present invention;

FIG. 3 is a block diagram of a game play slip for obtaining player selection for a multiplier game in accordance with the present invention;

FIG. 4 is a block diagram of the game play slip of FIG. 3 as utilized by a  
20 player; and

FIG. 5 is a block diagram of an embodiment of a wager ticket generated by a gaming establishment for a multiplier game in accordance with the present invention.

### DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

25 The present invention relates to a method and system for playing a multiplier game which allows players the opportunity to wager a small sum of money and parlay their winnings into substantial payouts.

Referring to the drawings in greater detail, attention is first directed to Fig. 3 which depicts a game play slip to be used in accordance with the multiplier game of the  
30 present invention. The game play slip is designated generally by the numeral 37 and may be used for obtaining player selections, as more fully described below. Slip 37 contains

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four fields which must be completed for the slip holder to be eligible for play. Two of the fields define the parameters of play, the spot-parameter-determining field 38 and the draw-parameter-determining field 48. Field 38 contains a set of numbers 40 which correspond to a quantity of "spots". The numbers 40 in field 38 determine the range in the quantity of spots which may be covered in each column of the number matrix for eligible play, as more fully described below. Field 48 contains a set of numbers 50, which determine the range in the quantity of consecutive draws which may be played or parlayed on game play slip 37, as also is more fully described below. As will become apparent from the below description, the more spots played, the greater the odds of obtaining a winning play and the lower the potential payout. Conversely, the more drawings parlayed, the harder it is to obtain a winning play and the higher the potential payout.

Near the center of the game play slip is located a playing field or "matrix" 42. Within the matrix are two or more columns of numbers 44. The collection of numbers in the matrix makes up the set of indicia from which the player indicia and game indicia will be selected, as more fully described below. In the particular example depicted in Fig. 3, the matrix contains four columns. Within each column is a set of numbers, ranging from 0-9. This depicted arrangement of four columns each containing ten numbers is referred to as a "4 x 10 grid". It is to be understood that the number of columns as well as the range of numbers within each column may vary and such is contemplated to be within the scope of the present invention. For instance, rather than each column containing an identical range of numbers, the first column could include the numbers 0-9, the second column 10-19, the third column 20-29 and the fourth column 30-39. In another example, there could be a quantity of columns other than four, for instance, three or five columns. In yet a further example, the columns could each contain a quantity of numbers other than 10. However, it is contemplated that the quantity of numbers in each column remains equal. Each of the above examples is contemplated to be within the scope of the present invention.

The final field which must be completed for the holder of the game play slip to be eligible for play is the wager-determining field 52. Wager-determining field 52 contains a set of numbers 54 which correspond to dollar amounts a player may wish

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to wager in the multiplier game of the present invention. The amount wagered is directly correlated to potential payout amounts if a play is a winning play.

One further item present on the game play slip illustrated in Fig. 3 is the payout table 56. While its contents are not shown in Fig. 3, payout table 56 preferably illustrates the potential payout for a given number of consecutively matched draws or rounds based upon the number of spots covered. The payout table printed on the game play slip may vary based upon the spot and draw parameters as well as the amount wagered.

Each of the above fields may be modeled or tailored to obtain desired payout structures, number of winners and game outcomes. Optional game features include "insurance", "early cash-out" and "rolling cash-pots". It is to be understood that a multiplier game containing any or all of these features is contemplated to be within the scope of the present invention.

It is to be understood that the game play slip depicted in Fig. 3 is provided for illustrative purposes only, and that the game of the present invention need not be played using any particular device. The present invention instead may be carried out by any suitable electronic, mechanical or manual device which suitably collects the necessary information as would be evident by a reading of the following description. As such, the device shown and described does not in any way limit the scope of the present invention, but merely represents one mode for carrying out the invention.

Turning to Fig. 2, a block diagram of a four-step method designed to prepare a player for participation in a multiplier game in accordance with the present invention is illustrated. In step one of the illustrated method, a quantity of spots is obtained. The number obtained in the first step 30 determines the quantity of numbers or spots to be covered in each column of the number matrix. In the preferred embodiment, the player selects the number of spots by choosing one of the numbers 40 listed in the spot parameter determining field 38 of the game play slip 37. Fig. 4 depicts a game play slip as utilized by a player. In the example illustrated in Fig. 4, the box in spot-parameter-determining field 38 containing the numeral "4" is marked. This indicates that four numbers will be chosen from each column of the matrix.

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Player indicia is a subset of the set of indicia represented in the matrix of the game play slip. Each player indicia is made up of one number selected from each column. Accordingly, the number of spots selected in field 38 determines the number of player indicia represented on the game play slip. This relationship of spots per column to player indicia, however, is not a one-to-one relationship. For example, in the 4 x 10 grid game play slip illustrated in Fig. 4, the matrix contains four columns. If two spots are selected in each column, 16 different player indicia are possible. If three spots are selected in each column, 81 different player indicia are possible. If four spots are selected, as in the example illustrated in Fig. 4, 256 different player indicia are possible.

10 The correlation between the number of spots selected from each column and the number of player indicia thus is represented by the formula  $X^n$ , wherein  $X$  represents the number of spots selected from each column and  $n$  represents the number of columns present in the matrix. Further, if  $Y$  represents the total number of spots in each column and, again,  $n$  represents the number of columns present in the matrix, then  $Y^n$  equals the total number

15 of possible combinations represented by the matrix. Consequently, the odds of winning a single game are represented by  $Y^n$  divided by  $X^n$ . This dynamic relationship permits players to select or control the odds of winning as well as the amount of the potential payout.

In the second step of the method illustrated in Fig. 2, the player indicia are

20 obtained 32. Each player selects a quantity of numbers from each column 32 corresponding to the number previously selected and marked in the spot-parameter-determining field 38. As an alternative to choosing the appropriate quantity of numbers from each column, the player may select box 46 and obtain spots generated by the gaming establishment. These spots may either be manually selected or machine-generated. Each

25 player may chose any spots from 1-9 in each column. Although a player may select the same spots from each column if desired, the spots marked in one column need not match the spots marked in any other column. For instance, in the example illustrated in Fig. 4, the player chose in field 38 to select four spots from each column. Accordingly, the player then marked spots 1, 2, 3, and 4 in the first column; spots 2, 5, 7 and 9 in the

30 second column; spots 6, 7, 8 and 9 in the third column; and spots 3, 5, 8 and 9 in the fourth column. Such choices are contemplated to be within the scope of the present

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invention so long as the number of spots marked in each column corresponds to the number chosen in spot-parameter-determining field 38.

The nature of a multiplier game in accordance with the present invention is that more than one round may be played with a single game play slip. A single round of play is associated with one set of game indicia being generated by the gaming establishment. In the third step of Fig. 2, a maximum number of draws or rounds to be played with a single game play slip is obtained 34. In other words, the player selects the maximum number of game indicia to parlay. Each column in the matrix 42 of the game play slip 37 corresponds to a drum (not shown). The drum contains one of each number represented in the column to which it corresponds. In the example illustrated in Figs. 3 and 4, the gaming establishment would have four drums, each containing the numbers 0-9. From each drum, a single winning number is drawn by the gaming establishment. The subset of winning numbers, represented by one number from each drum, makes up the game indicia for a single round of play. In other words, the game indicia is a subset of numbers generated by the gaming establishment represented by one number selected from each column. It is to be understood that the game indicia may be generated using any suitable electronic, mechanical or manual device, as would be evident by a reading of the following description. For example, it is possible to employ a number generator in the form of a conventional blower-type apparatus adapted for use with ping pong balls, on which indicia are printed, for randomly generating the indicia.

In the final step of Fig. 2, a player wager is obtained 36. Each player selects one box 54 corresponding to a dollar amount from field 52 of the game play slip 37. The higher the amount wagered, the higher the potential payout for a winning play. Regardless of the number of spots and drawings selected, a minimum cost for the ticket of, for example, \$1.00 is indicated in the wager field 52. To aid players in deciding the quantity of spots to play or drawings to parlay, the payout table 56 may be included on game play slip 37.

Once the game play slip 37 is completed and turned in to the gaming establishment, the gaming establishment will process the information contained therein and generate a wager ticket as illustrated in Fig. 5. The wager ticket is represented generally by the numeral 58. At the top of the wager ticket is an indication of the type

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of game the player has chosen to play 60. In Fig. 5, the type of game indicated is "MULTIPLIER". Below the game type or name is an indication of the parameters the player has chosen to play 62. The spot parameter chosen in field 38 is indicated followed by the draw parameter the player chose in field 48. In the preferred embodiment, no particular relationship is contemplated between the spot-parameter and the draw-parameter. The draw-parameter accordingly may be less than, equal to, or greater than the spot-parameter. Beneath the parameter indications is listed the dates and/or times of the drawings for which the ticket holder is eligible to participate 64. In the preferred embodiment, there is one drawing per day and thus a range of dates would be shown. However, any desired drawing frequency may be established by the gaming establishment.

The final item shown on the wager ticket of Fig. 5 is an indication of the numbers the player selected from each column of the game play slip 66. Any combination of numbers indicated, one from each column, represents an eligible player indicia. If any player indicia matches the game indicia generated by the gaming establishment in a qualifying draw, the play is a winning play for the ticket holder. It is to be understood that the wager ticket may include any or all of the above information as well as any additional information seen fit by the gaming establishment. It is to be further understood that the wager ticket is provided for illustrative purposes only, and that the game of the present invention need not be played using any particular device. The present invention instead may be carried out by any suitable electronic, mechanical or manual device which adequately displays the selections made by the player.

Once a player has obtained a wager ticket 66 from the gaming establishment, the player becomes eligible for the drawings indicated thereon. The series of events which follows is illustrated in a flow diagram in Figs. 1a and 1b. To begin play, a first game indicia is generated by the gaming establishment. For instance, the gaming establishment may draw #3 from the first drum, #7 from the second drum, #6 from the third drum and #8 from the fourth drum. The winning game indicia generated is thus 3768. The wager ticket then is examined to determine whether any player indicia matches the first generated game indicia 10. A manual or mechanical display may be used at one or more locations to display the drawn indicia so that the players can monitor

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the progress of the game and determine whether the draw results in a winning or non-winning play. For a player to win the drawing in the above example, #3 must be covered in the first column of the game play slip, #7 in the second column, #6 in the third column and #8 in the fourth column. If the player indicia and the game indicia do not match, the play is a non-winning play and the ticket is no longer active 12. If the player indicia and the game indicia do match, a first payout is determined 14. The ticket illustrated in Fig. 5 would represent a winning ticket for the first draw as #3 was matched in the first column, #7 was matched in the second column, #6 was matched in the third column and #8 was matched in the fourth column.

At this point in the game, the player has the option whether or not to continue play 16. If the player opts not to continue, the player collects the determined payout and the ticket is no longer active 18. If the player opts to continue play or parlay the game, the payout is forfeited and a second game indicia is generated. As desired, the gaming establishment may require action or inaction on the part of the player to parlay the ticket. In other words, the player may need to turn in a winning ticket prior to the subsequent draw to receive the determined payout or else automatically be entered in the subsequent draw. Alternatively, the player may be required to indicate his or her desire to be entered into subsequent drawings. Both scenarios, or any combinations thereof, are contemplated to be within the scope of the present invention. Once the second game indicia is generated, the wager ticket again is examined to determine whether any player indicia matches the second generated game indicia 20. If the player indicia and the second generated game indicia do not match, the play is a non-winning play and the ticket is no longer active 22. The player collects no payout as the payout determined upon the first winning play was forfeited in exchange for the opportunity to parlay the game and multiply the odds of winning as well as the potential payout amount. If the player indicia and the second generated game indicia do match, a payout is determined based upon matching two consecutive rounds of play 24. The payout is an increased payout relative to the prior determined payout.

At this point in the game, it must be determined whether the number of game indicia generated since the wager ticket became active, matches the maximum number of draws the player chose to play 26. If the number of game indicia matches the

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maximum number of draws chosen to be parlayed, the player collects the increased payout and the ticket is no longer active 28. If the number of game indicia does not match the maximum number of draws the player chose to parlay, the player again is presented with the option of whether or not to continue play 16. Again, if the player opts  
5 not to continue, he or she collects any increased payout and the ticket is no longer active 18. If the player opts to continue or parlay the game, the increased payout is forfeited and a third game indicia is chosen.

The method may then be repeated until the number of game indicia generated matches the maximum number of draws the player chose to parlay, i.e., the  
10 number chosen in the draw-parameter-determining field 48.

Established and played as previously described, the present invention provides a game which allows players the opportunity to wager a small sum of money and parlay their winnings into substantial payouts. Further, the invention provides a multiplier game which increases user selection and thus maintains user interest from the  
15 time of purchase through a consecutive number of draws. Further still, depending on how the game is played, a multiplier game according to the present invention may represent different prizes for different players. For instance, on a given parlay drawing, one player may be on his fourth drawing of a six spot-six draw ticket playing for \$1,500 while another player may be on her first draw of a three spot-two draw ticket playing for  
20 \$60. Moreover, a multiplier game in accordance with the present invention, allows players to cover many combinations with one minimum-sized bet and enjoy a potentially substantial payout.

Events may be consecutive or non-consecutive. Player indicia may be held constant throughout the series of events or may change from one event to another.  
25 The number of player indicia selected may be held constant among all columns for a single event or may vary among columns for a single event.

From the foregoing it will be seen that this invention is one well-adapted to attain all the ends and objects hereinabove set forth, together with the other advantages which are obvious and which are inherent to the invention.

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It will be understood that certain features and subcombinations are of utility and may be employed without reference to other features and subcombinations. This is contemplated by and is within the scope of the claims.

Since many possible embodiments may be made of the invention without  
5 departing from the scope thereof, it is understood that all matter herein set forth or shown in the accompanying drawings is to be interpreted as illustrative and not in a limiting sense.

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## CLAIMS

What is claimed is:

1. A method of playing a multiplier game including player indicia and game indicia, wherein the player indicia and the game indicia are subsets of a set of indicia, the method comprising: obtaining at least one player indicia; obtaining a first game indicia; determining whether at least one of said player indicia match said first game indicia; obtaining a second game indicia; and determining whether at least one of said player indicia match said second game indicia if at least one of said player indicia match said first game indicia.
2. The method of playing a multiplier game as recited in claim 1, further comprising: obtaining a third game indicia; and determining whether at least one of said player indicia match said third game indicia if at least one of said player indicia match said first game indicia and said second game indicia.
3. The method of playing a multiplier game as recited in claim 1, further comprising: obtaining one or more additional game indicia; and sequentially determining whether at least one of said player indicia match a next one or more additional game indicia if at least one of said player indicia match each of the previously considered game indicia.
4. The method of playing a multiplier game as recited in claim 1, wherein a series of steps which includes obtaining player indicia, obtaining a single game indicia and determining whether said player indicia match said single game indicia represents a single round of play.
5. The method of playing a multiplier game as recited in claim 4, wherein each round of play has associated odds of obtaining a winning play, said odds being multiplicative over consecutive parlayed rounds of play.

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6. The method of playing a multiplier game as recited in claim 1, further comprising obtaining a quantity of player indicia to select.
7. The method of playing a multiplier game as recited in claim 6, further comprising obtaining a quantity of game indicia to generate.
8. The method of playing a multiplier game as recited in claim 7, further comprising establishing at least one payout which corresponds to the quantity of numbers selected from each column and a quantity of consecutive game indicia matched.
9. The method of playing a multiplier game as recited in claim 1, wherein said set of indicia comprises a plurality of numbers, and wherein said player indicia and said game indicia comprise subsets of said plurality of numbers.
10. The method of playing a multiplier game as recited in claim 6, wherein said set of indicia are organized into two or more columns.
11. The method of playing a multiplier game as recited in claim 10, wherein each said column includes identical numbers.
12. The method of playing a multiplier game as recited in claim 10, wherein the step of obtaining player indicia includes obtaining a player selection of a specified quantity of numbers from each said column.
13. The method of playing a multiplier game as recited in claim 12, wherein each said player indicia includes one number selected from each column.
14. The method of playing a multiplier game as recited in claim 12, wherein said game indicia comprises one number from each said column.

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15. The method of playing a multiplier game as recited in claim 1, further comprising obtaining an initial wager amount.

16. The method of playing a multiplier game as recited in claim 1, further comprising establishing a first payout which corresponds to matching at least one of said player indicia with said first game indicia.

17. The method of playing a multiplier game as recited in claim 16, further comprising establishing a second payout which corresponds to matching at least one of said player indicia with said second game indicia if at least one of said player indicia match said first game indicia.

18. The method of playing a multiplier game as recited in claim 17, wherein said second payout is greater than said first payout.

19. A method of playing a multiplier game having player indicia and game indicia, wherein the player indicia and the game indicia are subsets of a number matrix, the method comprising: receiving a user indication of a total number of player indicia to play; obtaining said player indicia; generating a first game indicia; determining whether there is a winning play corresponding to said first game indicia; generating a second game indicia; and determining whether there is a winning play corresponding to said second game indicia if there was a winning play corresponding to said first game indicia.

20. The method of playing a multiplier game as recited in claim 19, further comprising: sequentially generating one or more additional game indicia; and determining whether there is a winning play corresponding to each of said sequentially generated additional game indicia if there was a winning play corresponding to the sequentially previous generated game indicia.

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21. The method of playing a multiplier game as recited in claim 19, wherein said number matrix is organized into at least one column.

22. The method of playing a multiplier game as recited in claim 21, wherein said step of obtaining player indicia includes obtaining a player selection of a specified quantity of numbers from each column of said number matrix.

23. The method of playing a multiplier game as recited in claim 22, further comprising: obtaining a quantity of numbers to select from each column; and obtaining a quantity of game indicia to generate.

24. The method of playing a multiplier game as recited in claim 19, wherein said winning play includes matching at least one of said player indicia with said game indicia.

25. The method of playing a multiplier game as recited in claim 19, further comprising obtaining an initial wager.

26. The method of playing a multiplier game as recited in claim 19, further comprising placing an additional wager to remain in the multiplier game subsequent to determining whether a winning play corresponds to each game indicia.

27. The method of playing a multiplier game as recited in claim 19, further comprising establishing a first payout which corresponds to having a winning play corresponding to said first game indicia.

28. The method of playing a multiplier game as recited in claim 27, further comprising establishing sequentially additional payouts which correspond to sequentially additional winning plays.

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29. The method of playing a multiplier game as recited in claim 28, wherein each said additional payout is greater than payouts corresponding to sequentially previous game indicia.

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30. A system for facilitating a multiplier game, comprising: means for sequentially generating game indicia; means for obtaining at least one player indicia; and processing means for determining whether at least one of said player indicia match each sequential game indicia, wherein an unmatched game indicia results in a non-winning play.

31. The system for facilitating a multiplier game as recited in claim 30, wherein said game indicia and said player indicia comprise subsets of a number matrix.

32. The system for facilitating a multiplier game as recited in claim 31, wherein said number matrix is organized into at least one column.

33. The system for facilitating a multiplier game as recited in claim 32, wherein said means for obtaining said player indicia includes obtaining player selection of a specified quantity of numbers from each said column.

34. The system for facilitating a multiplier game as recited in claim 33, further comprising: obtaining a quantity of numbers to select from each column; and obtaining a number of game indicia to generate.

35. The system for facilitating a multiplier game as recited in claim 30, wherein said means for obtaining said player indicia include means for processing player entry cards having data which indicate said player indicia thereon.

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36. The system for facilitating a multiplier game as recited in claim 30, wherein said processing means further comprise means for accepting an initial wager for establishing the amount of payouts corresponding to the number of player indicia and game indicia matched.

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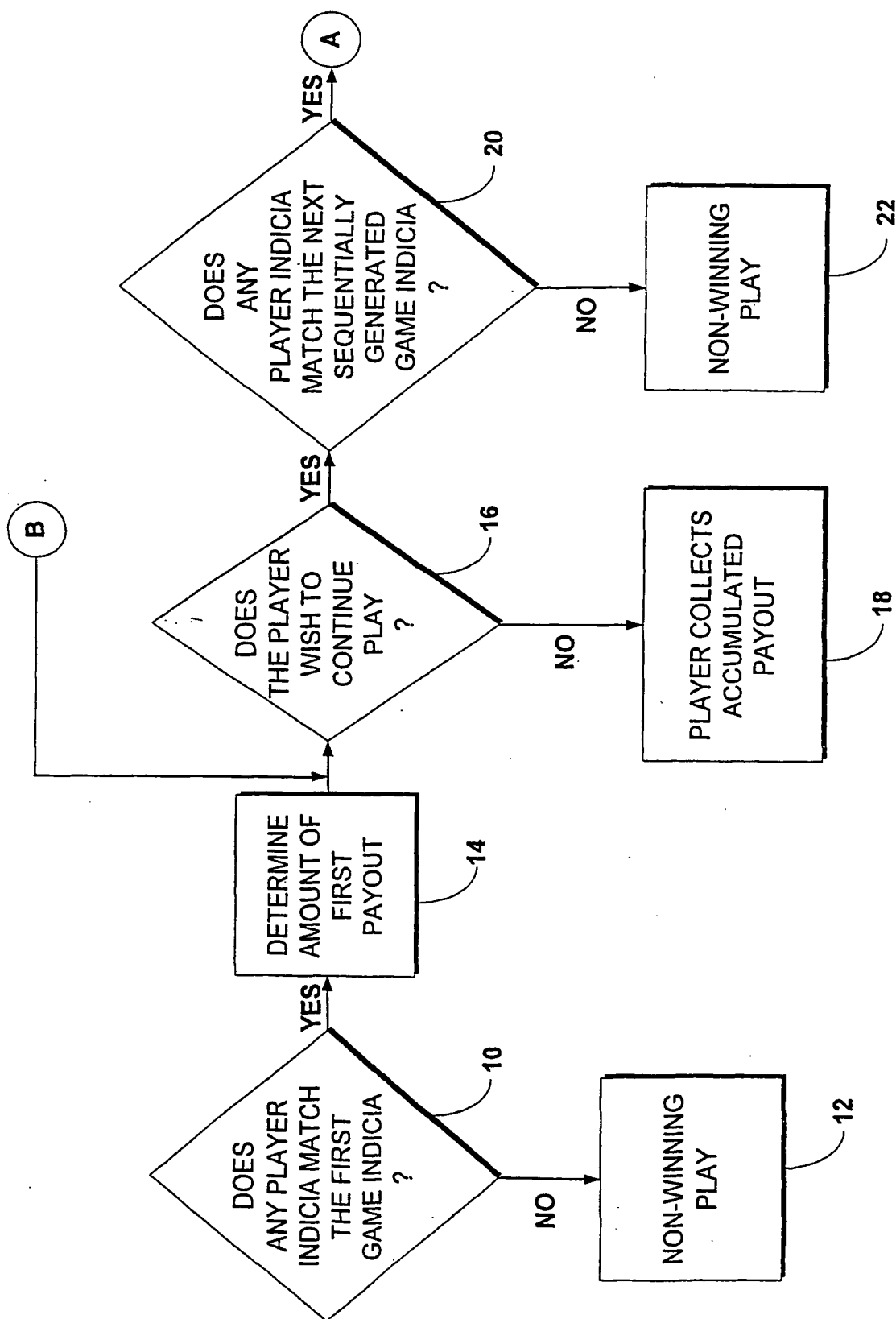


FIG. 1A.

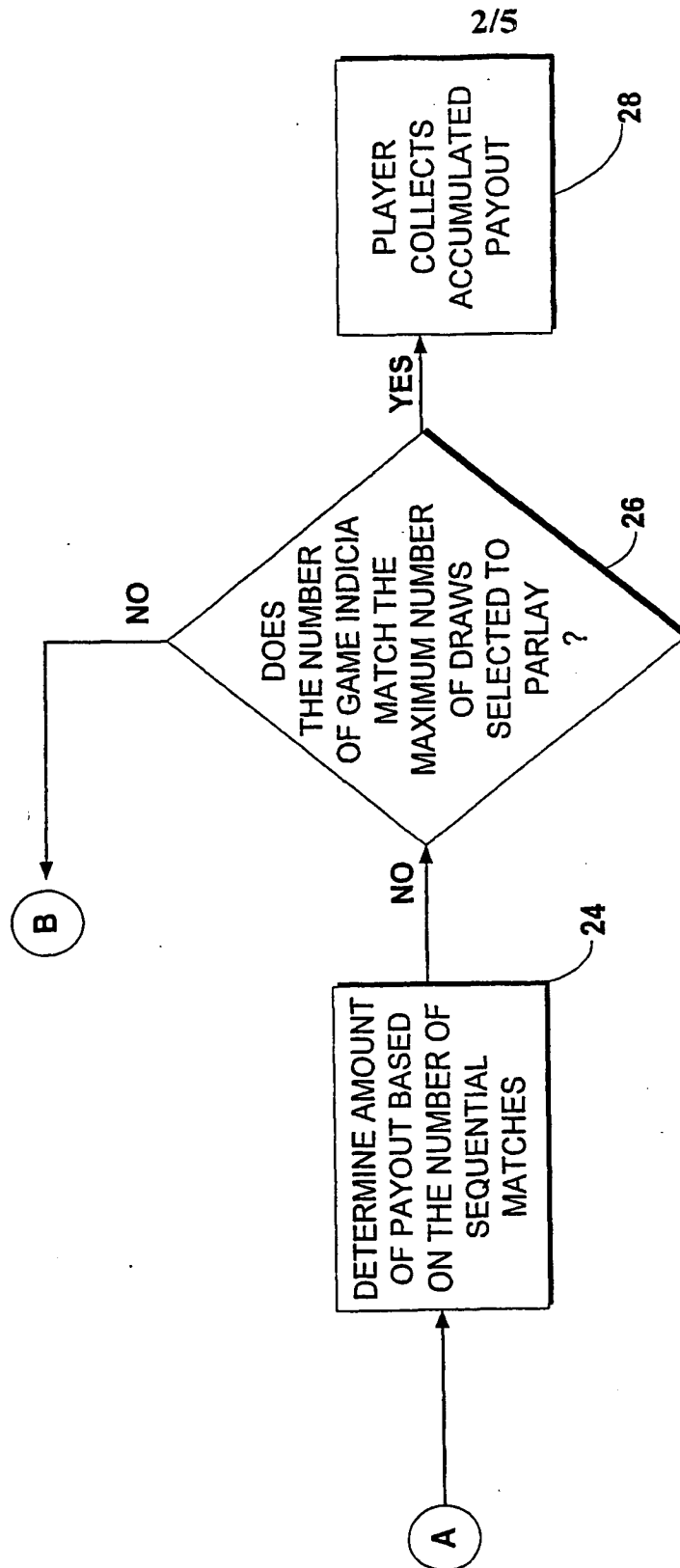


FIG. 1B.

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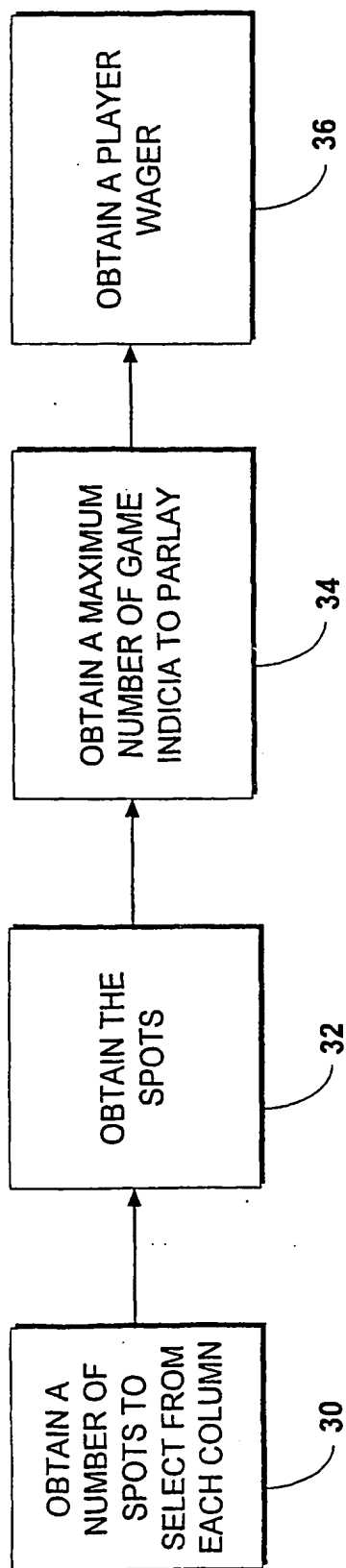


FIG. 2.

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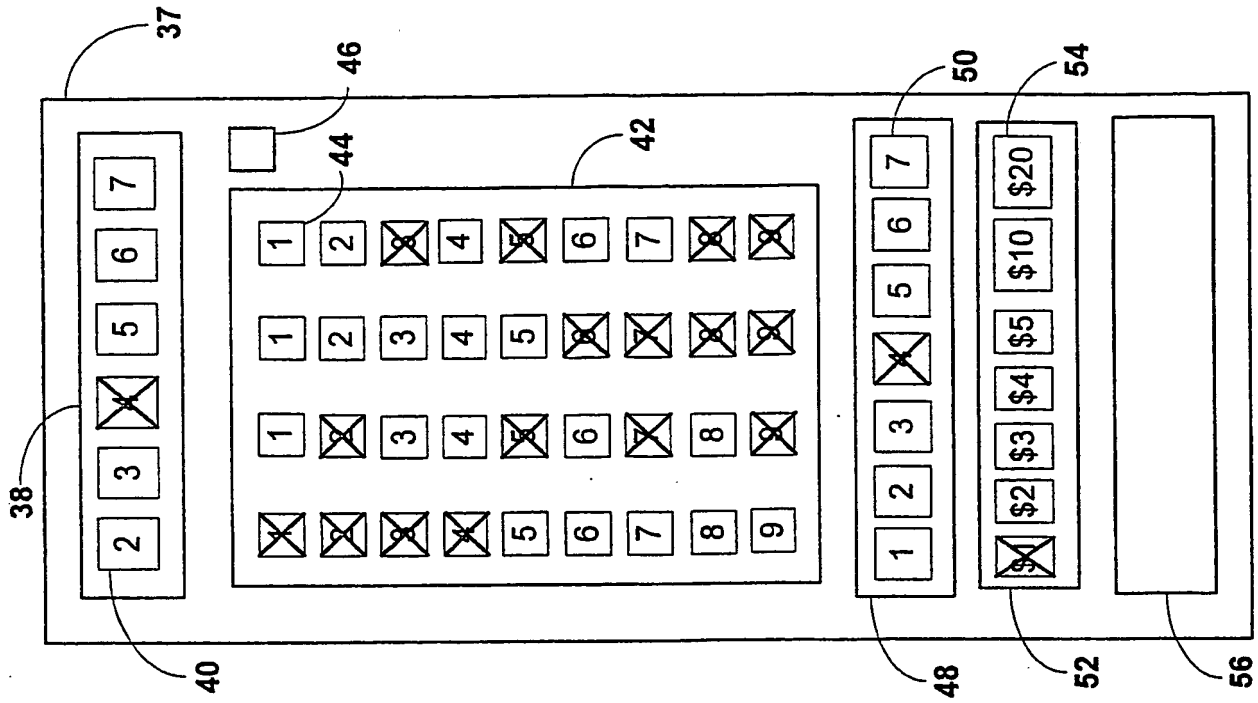


FIG. 4.

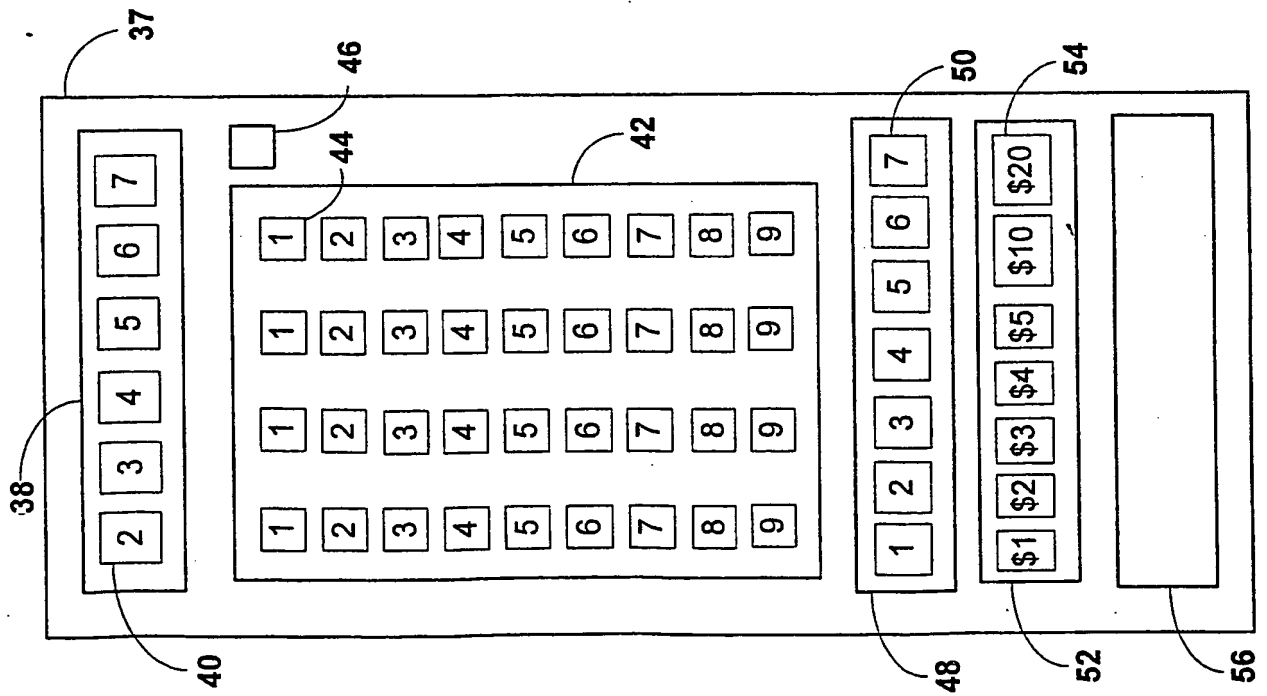


FIG. 3.

The diagram shows a 4x4 grid of numbers. The grid is enclosed in a rectangular border. The numbers are arranged as follows:

0	1	6	3
1	5	7	5
2	7	8	8
3	9	9	9

Labels and their corresponding elements:

- 60: Points to the top-left corner of the grid.
- 58: Points to the top-right corner of the grid.
- 62: Points to the first row of the grid.
- 64: Points to the first column of the grid.
- 66: Points to the last row of the grid.

FIG. 5.

## INTERNATIONAL SEARCH REPORT

International application No.  
PCT/US01/18334

**A. CLASSIFICATION OF SUBJECT MATTER**

IPC(7) : A63F 9/22

US CL : 273/269, 274, 138.1, 139; 463/16, 17, 18, 19, 20

According to International Patent Classification (IPC) or to both national classification and IPC

**B. FIELDS SEARCHED**

Minimum documentation searched (classification system followed by classification symbols)

U.S. : 273/269, 274, 138.1, 139; 463/16, 17, 18, 19, 20

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

EAST  
lottery, multiplier, match**C. DOCUMENTS CONSIDERED TO BE RELEVANT**

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X ----- Y	US 5,273,281 A (LOVELL) 28 December 1993, abstract, col. 1, col. 2, Fig. 4.	1-15, 20-25, 30-35 ----- 16-19, 26-29 and 36
X	US 5,401,024 A (SIMUNEK) 28 March 1995, abstract, Fig. 2, Fig. 3, Fig. 4.	1-36



Further documents are listed in the continuation of Box C.



See patent family annex.

* Special categories of cited documents:	"I"	later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention
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Date of the actual completion of the international search

30 AUGUST 2001

Date of mailing of the international search report

13 SEP 2001

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